

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

at least one input device;

at least one display device; and

at least one processor programmed to operate with the at least one display device and the at least one input device to:

(i) display a group of selections, each selection being associated with a symbol from a range of a plurality of symbols;

(ii) display a plurality of an independent random generation devicesymbol generators, each random symbol generator being associated with each selection groupa different plurality of selections from the group of selections, the random generation-devicesymbol generators each generating one of the symbols of the associated selection group upon activation;

(iii) enable a player to pick at least one pick-of the selections, the picked selection being associated with a first symbol from the range of the plurality of symbols, the first symbol being hidden prior to the player picking the picked selection;

(iv) cause a number of generations by each of the random generation devicesymbol generators, wherein the number is at least one,

(v) reveal the first symbol, if the picked selection is generated within the number of generations;

(vi) provide a first award provided-to the player based on the symbols associated with the selections which are generated by the associated generation devicesrandom symbol generators within the number of generations; and

(vii) provide a second award provided-to the player based on how many of the symbols associated with selections picked are generated by the associated generation-devicesrandom symbol generators within the amount of generations.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the first award is provided contingent upon a threshold percentage of the symbols associated with the selections being generated by the associated random symbol generators ~~generation devices~~-within the amount of generations.

Claim 3 (currently amended): The gaming device of Claim 1, wherein the first award is provided contingent upon each of the symbols associated with the solutions being generated by the associated random symbol generators ~~generation devices~~-within the amount of generations.

Claim 4 (original): The gaming device of Claim 1, wherein the second award is a combination of values provided in connection with each of the symbols associated with selections picked by the player that are also generated by the device.

Claim 5 (original): The gaming device of Claim 1, wherein the second award includes an outcome from at least one bonus game played after one of the symbols associated with selections picked by the player is also generated by the device.

Claim 6 (original): The gaming device of Claim 5, wherein the bonus game includes a mechanical device that generates the outcome.

Claim 7 (original): The gaming device of Claim 6, wherein the mechanical device is selected from the group consisting of: a spinning reel, a spinning wheel, a translating indicator, a rotating indicator and any combination thereof.

Claim 8 (original): The gaming device of Claim 1, wherein the second award is generated via a mechanical display device.

Claim 9 (currently amended): The gaming device of Claim 1, which includes a plurality of groups of selections, each selection associated with a symbol from the range, wherein each random symbol generator ~~generation device~~ is associated with one of the selections of each of the groups, and wherein the first award is based on how many symbols associated with the selections of each of the groups are generated by the associated random symbol generators ~~generation devices~~ within the amount of generations.

Claim 10 (currently amended): The gaming device of Claim 9, wherein the first award is provided contingent upon a threshold percentage of the symbols associated with the selections of one of the groups being generated by the associated random symbol generators ~~generation devices~~ within the amount of generations.

Claim 11 (currently amended): The gaming device of Claim 9, wherein the first award is provided contingent upon each of the symbols associated with the selections of one of the groups being generated by the associated random symbol generators ~~generation devices~~ within the amount of generations.

Claim 12 (currently amended): The gaming device of Claim 9, wherein the groups are displayed as rows of masked selections and the random symbol generators ~~generation devices~~ are each displayed adjacent to a column of selections from each of the groups.

Claim 13 (currently amended): The gaming device of Claim 1, wherein the random symbol generators ~~generation devices~~ each generate and display one of the symbols from the range.

Claim 14 (original): The gaming device of Claim 1, which is played via a data network.

Claim 15 (original): The gaming device of Claim 14, wherein the data network includes an internet.

Claim 16 (original): The gaming device of Claim 1, wherein the symbols are numbers.

Claim 17 (original): The gaming device of claim 1, wherein the symbols are masked initially.

Claim 18 (currently amended): The gaming device of Claim 1, which includes additional generations available to be generated by the random symbol generators~~generation devices~~.

Claim 19 (currently amended): A gaming device comprising:

a first display device;

at least one processor programmed to operate with the first display device to:

displaying a group of selections, each selection associated with a symbol from a range of a plurality of symbols, ~~and~~

display an a plurality of independent generation devices~~symbol generators~~ associated with ~~each a plurality of selections~~ of the group, each device generating one of the symbols of the associated plurality of selections of the group upon activation,

enable a player to pick at least one pick of the selections, a first picked selection being associated with a first symbol from the range of the plurality of symbols, the first symbol being hidden prior to the player picking the first picked selection;

reveal the hidden first symbol, if the first symbol is generated by one of the plurality of independent symbol generators.

provide a first award ~~provided~~ to a player based on the symbols associated with the selections generated by the associated symbol generators~~generation devices;~~ and

provide a second award ~~provided~~ to the player based on how many of the symbols associated with selections picked are generated by the associated symbol

~~generators~~~~generation devices~~, wherein the second award is generated by a second display device.

Claim 20 (currently amended): The gaming device of Claim 19, wherein the first award is provided contingent upon a threshold percentage of the symbols associated with the selections being generated by the associated symbol generators~~generation devices~~-within the amount of generations.

Claim 21 (currently amended): The gaming device of Claim 19, wherein the first award is provided contingent upon each of the symbols associated with the solutions being generated by the associated symbol generators~~generation devices~~-within the amount of generations.

Claim 22 (original): The gaming device of Claim 19, wherein the second award is a combination of values generated by the second display device, the values provided in connection with each of the symbols picked by the player that are also generated by the device.

Claim 23 (original): The gaming device of Claim 19, wherein the second display device operates a bonus game to produce the second award.

Claim 24 (original): The gaming device of Claim 19, wherein the second display device is selected from the group consisting of a spinning wheel, a spinning reel, a translation indicator, a rotating indicator and any combination thereof.

Claim 25 (currently amended): The gaming device of Claim 19, which includes a plurality of groups of selections, each selection associated with a symbol from the range, wherein each ~~random generation device~~independent symbol generator is associated with one of the selections of each of the groups, and wherein the first award is based on how many symbols associated with the selections of each of the groups are

generated by the associated symbol generators ~~generation devices~~ within the amount of generations.

Claim 26 (original): The gaming device of Claim 19, wherein the first display device includes a video monitor coupled operably with a touch screen.

Claim 27 (original): The gaming device of Claim 19, which is played via a data network.

Claim 28 (original): The gaming device of Claim 27, wherein the data network includes an internet.

Claim 29 (original): The gaming device of Claim 19, wherein the symbols are numbers.

Claim 30 (original): The gaming device of Claim 19, wherein the symbols are masked initially.

Claim 31 (currently amended): The gaming device of Claim 19, an additional award adapted to be provided to the player if at least one designated combination of symbols is generated by a plurality of the symbol generators ~~generation devices~~.

Claim 32 (original): The gaming device of Claim 31, wherein said designated combination of symbols must occur in a row of symbols or a column of symbols.

Claim 33 (currently amended): A method of operating a gaming device having a game payable upon a wager, said method comprising:

(a) displaying a first group of selections, each of the first groups of selections being associated with a symbols from a set of a plurality of symbols;

(b) enabling a player to pick ~~at least one~~ of the selections, the picked selection being associated with a first symbols from the set of the plurality of symbols, the first symbol being hidden when the player picks the picked selection;

(c) generating randomly a second group of the symbols from the set on a plurality of independent generation devices, each generating one of said symbols;

(d) providing the player a ~~first~~ second award based on the symbols from the first group which are randomly generated in the second group; and

(e) providing the player a first award based on how many player picked symbols groups are generated in the second group.

Claim 34 (original): The method of Claim 33, wherein awarding the player based on the symbols from the first group generated in the second group includes awarding the player if a threshold percentage of the masked symbols are generated in the second group.

Claim 35 (original): The method of Claim 33, which includes dividing the first group of symbols into a plurality of sub-groups and awarding the player if each of the symbols of one of the sub-groups is generated.

Claim 36 (original): The method of Claim 33, wherein step (c) is repeated at least one time before steps (d) and (e).

Claim 37 (original): The method of Claim 33, wherein awarding the player based on how many player-picked symbols from the first group are randomly generated in the second group includes generating an award for each match of the symbols.

Claim 38 (original): The method of Claim 33, wherein awarding the player based on player-picked symbols from the first group generated in the second group includes using a mechanical display to generate the award.

Claim 39 (original): The method of Claim 33, wherein steps (a) to (e) are provided via a data network or a computer storage device.

Claim 40 (original): The method of Claim 39, wherein the data network includes an internet.

Claim 41 (currently amended): A method of operating a gaming device having a game operable upon a wager, said method comprising:

(a) enabling play of an item matching game as a first bonus game of a base game, wherein an objective is to randomly match as many of the items as possible;

(b) enabling the player to pick ~~certain one of a plurality of selectable regions of the items~~ prior to a matching sequence of the matching game, each of the selectable regions being associated with one of the items, and the item associated with the player picked selectable region being hidden prior to the player picking the player picked selectable region;

(c) enabling the player to play a number of second bonus game based on how many of the player picked selectable regions are associated with items that are matched in the matching sequence, wherein the matching sequences includes a plurality of independent generation devices each generating one of the items; and

(d) providing an award to the player based on each of the outcomes of the first and second bonus games.

Claim 42 (original): The method of Claim 41, which includes structuring the item matching game to include a plurality of reels, each associated with a dedicated group of the items, wherein the reels can generate and match designated items of the group.

Claim 43 (original): The method of Claim 41, which includes structuring the second bonus game to include an electromechanical apparatus.

Claim 44 (original): The method of Claim 41, which includes providing a number of plays in the second bonus game based on how many of the player picked items are matched in the matching sequence.